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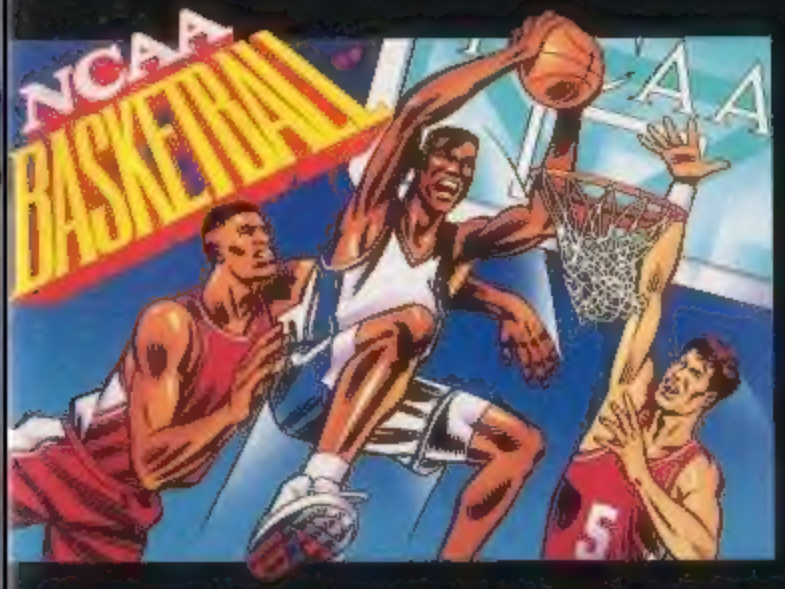

NCAA

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

Thank you for selecting the NCAA Basketball® Game Pak for the SUPER NINTENDO ENTERTAINMENT SYSTEM®.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

The National Collegiate Athletic Association®, the Southwest, Southeastern, Atlantic Coast, Big East and Big Eight Conference names, logos and statistics used by permission.

This Game Pak has a battery backup function to record the progress of the game.

WARNING: If the POWER switch is switched ON and OFF repeatedly, the accumulated contents may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost. See page 10 for details on how to save data.

Make sure to visit the Dr. Naismith Hall of Fame in Springfield, MA.

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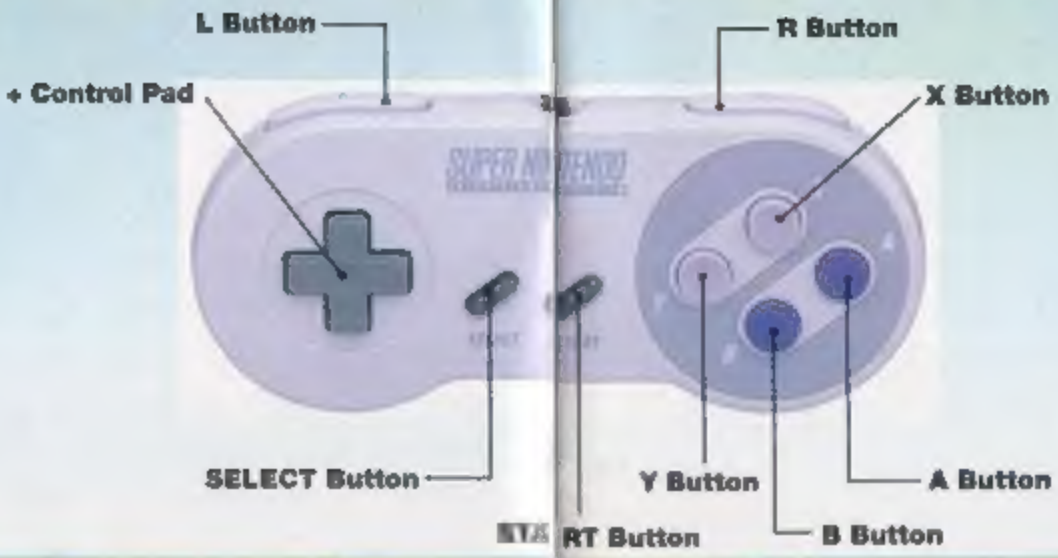


USE OF THE CONTROLLER - Offense

+ Control Pad
Move your player
Move Cursor (on menus)
Select dunk type (with B Button)

SELECT Button
Call a Time-out
Go to *Coach's Screen*

START Button
Pauses game

L Button
Change play

R Button
Display current offense

X Button
Not used

Y Button
Not used

A Button
Pass the ball
Enter selection (on menus)

B Button
Shoot the ball
Cancel selection (on menus)

USE OF THE CONTROLLER - Defense

+ Control Pad
Move your player
Move Cursor (on menus)

SELECT Button
Go to *Coach's Screen*

START Button
Pauses game

L Button
Change defensive formation

R Button
Display current defense

X Button
Attempt to steal the ball

Y Button
Change defender

A Button
Select the closest defender between the ball and basket

B Button
Jump (to block shot)

THE ORIGINS OF BASKETBALL

The year—1891. The place—Springfield College, Springfield, Massachusetts. Dr. James Naismith, rugby coach at the school, was given two assignments to complete. First, he was to find or invent a sport that athletes could play between football and baseball seasons. Second, he was to find a way to keep order in a class of competitive young men who were getting bored with the usual exercises and gymnastics.

He came up with the beginnings of a game that borrowed from rugby, soccer, water polo and other popular sports of the day. The school janitor was asked to find some boxes to be used as goals, but, unable to find suitably sized boxes, he suggested using peach crates instead. Basketball's first game on record took place on December 21, 1891, between two teams of nine players each. As a former soccer player, he incorporated rules and play techniques from that sport, and added a few new ideas. Hastily jotting down a dozen general rules, the first game of basketball was begun.

Minor competition started almost immediately, but basketball wasn't taken seriously as a sport until after the end of World War I. By this time the game had changed considerably since Dr. Naismith's original game. Dribbling had become the standard method of offense by 1896. Double dribble was outlawed in 1898, but dribblers were not allowed to shoot the ball until 1915. Backboards were added in 1895. In 1897 the number of players on a team was settled at five, after experiments with seven and nine players proved to be unworkable.

One hundred years have passed, and basketball has changed from a diversion to entertain bored students, to one of the most popular sports in the world. Teams from all across the U.S. now compete in one of the most exciting meetings in sports today. From its beginning as a student diversion, to today's March Madness—basketball has come a long way.

March Madness

Each March, sixty-four of the best college teams in the nation come together for a chance to win the NCAA Division I Championship. Full of hope and brimming with unbridled enthusiasm, teams representing all geographical regions of the country will gather to captivate a national audience over the month of "March Madness".

If you select One Player Season at the ***Game Options*** screen, you will go into regular season play. The game will keep track of your wins and losses and the standings of all the teams in your conference.

Once you have completed regular season play, depending on your record, you may qualify for the NCAA Tournament. Tournament play progresses in the same way it does on the road to the real Final Four. Your team starts the tournament at the sub-regional level. Survive the Regionals, and you will enter the most prestigious tournament in college basketball—The Final Four.

The Final Four®

When this screen appears, you will know that you have achieved a major accomplishment. Your reward in NCAA Basketball is twofold. You will now begin the Final Four phase of the tournament with the chance to become the national champion. But, best of all, your battery-backed game pak will now allow you to start any of the teams from tournament level of play!

Please note: If you overwrite tournament game data with an exhibition game, or a game before the tournament, the *Start From Tournament* option will be lost!

The Final Four has come a long way since its inception in 1939. Patton Gym at Northwestern University in Evanston, Illinois was the site of the first NCAA Championship game. On the 17th of March, the Oregon Ducks, led by their tall front line nicknamed "The Tall Firs", met Ohio State in front of 5,000 enthusiastic fans. The Ducks led 21-16 at the half, then increased their lead in the second half to take the championship 46-33. The championship trophy was broken during the game. Oregon's Bobby Anet crashed into the trophy table while going after a loose ball, and broke the trophy. This was a bizarre beginning for what was later to become an American institution.

It's almost as difficult to get into Super NES NCAA Basketball's Final Four as it is to get into the real one. You must be in Season Play mode to be considered for Tournament competition. Season Play mode will start you on a regular season, playing two games against each team in your conference. Just as in the real contest, it is possible to do well in regular season play and still not be chosen to play in the Tournament. You must defeat the tough teams, playing hard and showing a high level of fair play and competitive spirit. It's not enough to just play well—you have to meet the demanding standards of NCAA competition.

GETTING STARTED

After the Title screen, the ***Game Options*** screen will appear. Move the cursor with the + Control Pad and enter your selections with the A button.

The choices are:	
One Player Exhibition	One player plays a single game against the computer. The player picks his opponent.
Two Player Exhibition	Two players go head-to-head in a single exhibition game.
One Player Season	Enters the player into the beginning of a season of conference play. You must play in this mode to be eligible for entry into the Final Four.
Continue a Saved Game	Use this option to continue a previously saved game, or season. (See page 18.)
Team Statistics	This lets the player check the statistics for each team before beginning play.

SAVED GAMES

To save any game in progress or your game and conference standings in the *One Player Season* mode, select the ***Save Game*** option in the ***Coach's Screen*** with the + Control Pad and then press the A button. When the ***Save current game*** screen appears, use the + Control Pad to select the save slot you want your game saved to. Because there are only four slots available, you may have to overwrite one of the current slots (the old data will be lost) or select the *Don't Save* option. (See page 18 for continuing a saved game.)

SELECTING YOUR TEAM

Once you select the mode of play, the conference screen will appear. Use the + Control Pad to move the cursor to the conference of your choice and make your selection with the A button. (See pages 22 and 23 for names of the conferences and the teams represented by each.)

As you change conferences the smaller logos below the conference logos will change to show the teams represented by that conference. Select your team by moving the cursor to the team you want and enter your selection by pressing the A button. (See pages 22 and 23 if you're not sure which logo belongs to which school.)

TEAM ROSTER

In the season mode, after you have selected your team, the team roster will be displayed. On this screen, the five strongest players will be placed in the first five slots at their appropriate positions. Make sure to look at the statistics of the players on the bench by scrolling the cursor down with the + Control Pad. This will allow you to make a note of the strengths and weaknesses of each of your players. If you are playing in the exhibition mode, you can see this information by using the *View Team Statistics* option on the ***Game Options*** menu. You can look at your team roster during a game from the ***Coach's Screen***. (See page 16.)

TONIGHT'S STARTING MATCHUP

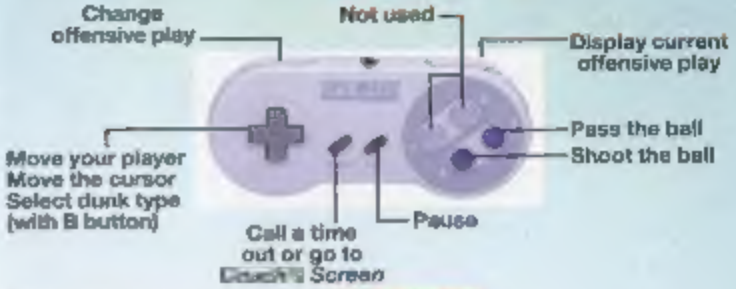
The action begins! When you exit from the *Game Options* screen, the *Tonight's Matchup* screen will appear, showing the starting lineups for your team and your opponent's team. Press the A button to start the game. You'll go right into the tip-off and the referee will toss the ball up in the air between the two opposing centers. Use your B button to tip the ball to one of your players. If you tip the ball to one of your teammates, the camera will spin to show the basket you should move toward on offense. If you lose the tip-off, your team goes on defense.

READING THE SCOREBOARD

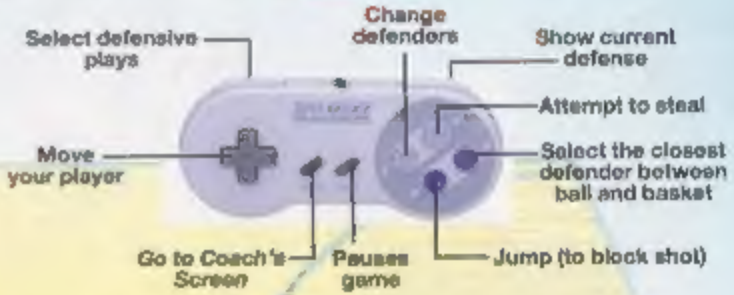
On offense, the current player is the player in possession of the ball. On defense the current player will appear with an arrow over his head. This is the player you are controlling. See *Offense & Defense: Using the Controller* on the following page for instructions on changing the current player.

OFFENSE AND DEFENSE

Using the Controller - Offense



Using the Controller - Defense



Selecting Plays

The player can select or view the offensive or defensive plays by using the L and R buttons on the controller (See the diagram above). When the R button is pressed the team logo will be replaced with a diagram of the play currently being used. Change plays by pressing the L button. Each push of the L button will advance the play choice. Plays can also be changed from the *View Offenses* and *View Defenses* screens. (See page 17 or 24 and 25.)

SHOOTING

Shooting

To shoot a jump shot, press the B button. Then, at the top of your jump, release the button and your player will shoot.

3-Point Shots

The 3-point line is drawn in a semicircle 19 feet 9 inches from the behind the basket. Baskets made from behind this line count for three points.

Dunk Shots

The B button in combination with the + Control Pad will allow the player to select different kinds of dunk shots when you're close enough to the basket.

Combinations	Shot
B button only (standing under the basket)	Two-handed Dunk
(Down) and B button	Reverse Slam
(Left) and B button	Hang-time Dunk
(Right) and B button	Turn-around Stuff
(Up) and B button	One-handed Sky Dunk

PASSING

Safe to pass

Risky!

Very risky!

C
Center

G
Guard

PF
Power Forward

PG
Point Guard

F
Forward

When your team is on offense, you will get information about your teammates just by looking at them. A symbol will appear over a teammate's head that will tell you his position and how safe it is to pass to him.

Inside the symbol will be that player's position (See left). The color of the symbol can be green, yellow or red. If it's safe to pass, the symbol will be green. A yellow symbol means that the player is being guarded and is only partly open. A red symbol means that the player you're looking at is being guarded closely and is not a good choice to pass to.

Keep in mind that the condition indication on the symbol updates constantly. If you pass to a player whose symbol is red, that player may break free by the time the ball gets to him. On the other hand, a player whose symbol is green might pick up a defender after the ball is passed to him. If this happens, he might not be open by the time the ball gets to him. Just like in real basketball, the conditions change constantly, and a good player keeps his eyes and his options open.

THE COACH'S SCREEN

The *Coach's Screen* is accessible by pushing the SELECT button any time you are in possession of the ball, when the opposing team is at the free throw line, or when the opposing team is about to inbound the ball. You can control some play options of your team through the *Coach's Screen*.

You can pause the game and go to the *Coach's Screen* by pressing the SELECT button. You will call a time out by pressing the SELECT button when you are in possession of the ball and inbounds. Calling a time out will rest your players, but going to the *Coach's Screen* without calling a time out will not.

Coach's Screen Options

Call Time Out

Calling a time out will give your players a chance to rest. Each team is allotted five time outs per half. You will be allowed one additional time out per overtime period.

View

View Game Stats

Selecting View Game Stats will show you the status of the players on your team. This information includes points, rebounds, personal fouls, and current physical condition (Fresh, Hot Tired, Weak or DQ). This information will help you keep track of the condition of your players and make effective use of your roster.

View Season Stats

This function shows the game averages for each player. Scroll the red cursor down with the + Control Pad to see the stats for each player on the roster. The game averages will not be updated until you have completed the game you are currently playing. In exhibition mode, this is the same as the *View Game Stats* screen.

View Last Season's Stats

This will show you the team's record for the last season, and the game averages for each player. Scroll the red cursor down with the + Control Pad to see the stats for each player on the roster.

View Defenses and View Offenses

These functions show the offensive and defensive plays. (See Pages 24 and 25.) You can also select your plays from this screen. Select your play with the + Control Pad, then press the A button to select it.

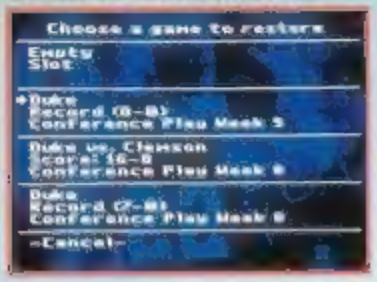
Change Players

Allows you to substitute players when they tire, or foul out. Highlight the player you want taken out using the + Control Pad, then press the A button. Use the + Control Pad to select the player you want to put in and press the A button. To cancel your selection, without making a substitution, press the B button.

Team Options

Switch Defender on Pass	Automatically switches the player you are controlling to the closest defender between the ball and the basket after each pass.
Don't Switch on Pass	The defender will not change unless you manually change it with either the A or Y buttons.
Fastbreak	Defending guards will run down court when the opposing team shoots.
Don't Fastbreak	The guards will defend as usual until a basket is scored or you gain control of the ball.
Crash the Boards	On offense, all of the offensive players will go for the rebound once a shot is taken.
Don't Crash the Boards	When the ball is shot, some players will move down court to defend.

Continue a Saved Game



The *Continue a Saved Game* feature will restart a saved game or allow you to continue your progress in the *One Player Season* mode. After selecting *Continue a Saved Game*, the *Choose a Game to Restore* menu will appear. Move the cursor to the game you wish to restore, and press the A button to begin.

Saving Conference Standing

At the end of each game in the *One Player Season* mode, you will first see the final stats for your team and your opponent. After you have viewed the statistics, the ***Save current game*** screen will appear. Follow the same procedure for saving your game as you would from the ***Coach's Screen***. After you have chosen a slot to save your game in, or the *Don't Save* option, you will see the current conference standings. Press the A button again to continue with the next game on your schedule.

Continuing (restoring) a saved game

To restore a saved game, select the *Continue a Saved Game* option from the ***Game Options*** menu, then press the A button. When the menu appears, select which of your saved games to restore with the + Control Pad, then press the A button. You will be shown the current conference standings, then ***Tonight's Matchup***. If the game you chose to restore was in progress when you saved, you will resume from where you saved.

FREE THROWS

When a player is fouled in the act of shooting, the fouled player goes to the free throw line for two free throws. If the player is fouled while shooting from beyond the three point line, that player will be awarded three free throws. The penalty for other personal fouls varies. If the opposing team has accumulated less than seven fouls in the half, your team will take possession of the ball out-of-bounds. Once your opponents have seven or more fouls, the fouled player goes to the line to shoot one-and-one. This means that if the shooter makes the first free throw he shoots a second one. If he misses the first shot, the ball goes immediately into play. If the opposing team has 10 or more fouls in a half, the penalty for all personal fouls goes to two free throws.

After your player dribbles the ball a few times and gets set, you will see an arrow begin going back and forth over the basket. The speed of the arrow depends on the player's free throw statistics—the better he is at free throws, the slower the arrow goes. You'll have to time your shot so that the arrow points within the rim to make the basket.

FOULS AND PENALTIES

Five Second Violation

When inbounding the ball after a basket or a foul, the offensive team has five seconds to throw the ball in. If you fail to inbound the ball within those five seconds, you will be charged with a five-second violation, and your team will lose possession of the ball.

Three Second Violation

An offensive player can spend no more than three seconds in the key (the painted area under the basket). Standing in the key for more than three seconds is a violation, and your team will lose possession of the ball.

Ten Second Violation

The offensive team must get the ball past the center court line within ten seconds from the time the ball is inbounded. Failure to cross the line in time is a violation resulting in a loss of possession for the offensive team.

Backcourt Violation

Once an inbound ball has been brought across the center line, it cannot be taken back across the line by an offensive player without incurring a violation. A backcourt violation will result in a loss of possession for the offensive team.

Offensive Foul (Charging)

An offensive foul occurs when an offensive player runs into a defensive player who is "set". A player who is "set" has both feet on the floor and is facing the player with the ball.

Defensive Foul

Defensive fouls include blocking the player in possession of the ball, physical contact with the shooter, or hitting the ball-handler while attempting to steal.

Traveling

A player will be called for traveling if he leaves the ground to attempt a shot and lands without releasing the ball. A traveling violation will cost your team possession of the ball.

Shot Clock Violation

The offensive team has 45 seconds, starting when the ball is inbound, to take a shot at the basket. The ball must leave the player's hands before the shot-clock buzzer sounds, and the ball must then hit the basket rim or go through the basket to reset the clock. The shot clock will keep running if the shot is blocked and is recovered by the offensive team.

Disqualification

When any player commits more than five personal fouls he will be disqualified from the game. Any player who has fouled out is ineligible to return to the game and his status will change to DQ.

Forfeit

If too many of your players become disqualified due to fouling out, your team will be forced to forfeit the game. The score for a forfeit will be recorded in the record books as a 0-2 loss for the forfeiting team.

THE CONFERENCES

We have secured the rights to many, but unfortunately not all of the conferences in the NCAA Division I. We apologize if your favorite conference or team is not included in the game. Please make your choice of teams from following list of fine schools.

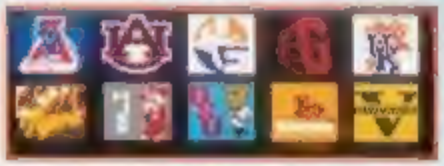
BYE Week

Because the SWC and the Big East Conferences have an odd number of teams in their respective conferences, sometime during the season a "BYE Week" will occur in which you will not play a game.

Boston College Eagles
University of Connecticut Huskies
Georgetown University Hoyas
University of Pittsburgh Panthers
Providence College Friars
St. John's University Redmen
Seton Hall University Pirates
Syracuse University Orangemen
Villanova University Wildcats

University of Colorado Golden Buffaloes
Iowa State University Cyclones
University of Kansas Jayhawks
Kansas State University Wildcats
University of Missouri Tigers
University of Nebraska Cornhuskers
University of Oklahoma Sooners
Oklahoma State University Cowboys

Clemson University Tigers
Duke University Blue Devils
Georgia Tech Yellow Jackets
University of Maryland Terrapins
University of North Carolina Tar Heels
North Carolina State University Wolfpack
University of Virginia Cavaliers
Wake Forest University Demon Deacons



University of Alabama Crimson Tide
Auburn University Tigers
University of Florida Gators
University of Georgia Bulldogs
University of Kentucky Wildcats
Louisiana State University Fighting Tigers
University of Mississippi Rebels
Mississippi State University Bulldogs
University of Tennessee Volunteers
Vanderbilt University Commodores

University of Arkansas Razorbacks
Baylor University Bears
University of Houston Cougars
Rice University Owls
Southern Methodist University Mustangs
University of Texas, Austin, Longhorns
Texas A & M University Aggies
Texas Christian University Horned Frogs
Texas Tech University Red Raiders

Offensive Plays

The **Give and Go Offense** takes its name from a series of moves and passes in quick succession. Generally the ball-holder passes to another player, then screens, but there are many types of plays that are called Give and Go.

The **Stack Offense** is a good tool against the *Man to Man Defense*. This offense pulls the defensive players to one side, opening the other side of the court.

The **Spread Offense** scatters your players to the far corners of the court. By positioning them far apart, it wears out the defense quickly, but steals are also more common. This offense is often used to slow down the game when your team is ahead.

The **Double Low Offense** can be used to great effect by a team that has two tall, strong players. The outside men try to maneuver the ball to the strong center and power forward. This also places your tallest players in the best rebound positions.

The **High-Low Offense** is a simple, easily-learned offense that presents a natural setup against zone defenses. It's a good offense to use when your men are tired, since it isn't necessary for the offensive players to be in constant motion.

Varieties of the **2-3 Set Offense** are effective in different situations. It can be used if you have three tall men who are not particularly fast or agile. It may also be used effectively by a team that has three quick players that are not particularly tall.

Particularly effective against a *Man to Man Defense*, the **1-4 Set Offense** attempts to draw all of the defensive players away from the basket. If a player manages to get open, the path is open to the hoop.

Defensive Plays

Designed to prevent close-in shots and pressure outside set shooters, the **2-3 Zone Defense** is strong in the basket area. This defense puts players in a good rebound position, but is weak near the foul line area and can be can be overloaded by quick ball movement.

The **1-3-1 Defense** is effective in strengthening the foul line area. It also gives good coverage to the baseline area and forces the offense to shift out of comfortable patterns, but is weak in rebounding.

The **1-2-2 Zone Defense** covers the peripheral area well, but leaves the key almost undefended. A good defense against a team with very strong guards but an unimpressive center. Running this is easy on the defensive players.

The **Triangle and 2 Defense**, like the Diamond and 1 Defense, focuses attention on the very strong players. This protects part of the court with a zone defense, leaving two players open to cover the opposition's star players.

The **Diamond and 1 Defense**, also known as the Box and 1 Defense, is strong against a team that has one particularly strong player. Primarily, this is a four-man zone defense, with the fifth player guarding the opposing team's star player man-to-man.

The assigned **Man-to-Man Defense** is the most commonly used defense in the basketball game. Each defensive player guards his assigned offensive player. Its advantage is that it allows for flexibility and it is highly adaptable. Its disadvantage is that it is very physically taxing on the players.

The **Pressure Defense**, known as the Press, is a highly aggressive defense that is most often used late in the game when your team is behind. If done well it will cause turnovers. Its disadvantages are that it tires your team quickly and increases the chance of fouls.

TIPS AND TACTICS

Stay close to the ball carrier when on defense. Try to steal the ball as soon as they inbound the ball.

On the very first dead ball, make sure to go to the ***Coach's Screen*** and change your ***Team Options*** to the ones you like.

Learn the different defenses inside and out, and make changes depending on the game situation.

Make sure to review your team roster and look for players to substitute in for special situations. Your best three point shooters may be sitting on the bench!

Learn how the different *offenses work and use your teammates to your advantage.*

By aggressively going after rebounds you can build a big lead.

90-DAY LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION
90-DAY LIMITED WARRANTY
HARDWARE *, ACCESSORIES, GAME PAKS ("PRODUCT")
*HARDWARE ONLY: TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the product or component part, at its option, free of charge.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty expiration:

1. DO NOT return your product to the retailer
2. Please call the NINTENDO WORLD CLASS SERVICE® Center Consumer Assistance Hotline at: 1-800-255-3700. Our hours of operation are from 4:00 am to Midnight, Pacific Time Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest NINTENDO WORLD CLASS SERVICE® Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of Video Games—Service & Repair, for the nearest location. To satisfy the needs of our customers, Nintendo maintains a professional network of AUTHORIZED NINTENDO WORLD CLASS SERVICE® Centers located in major metropolitan areas, and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use , modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced or removed.

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